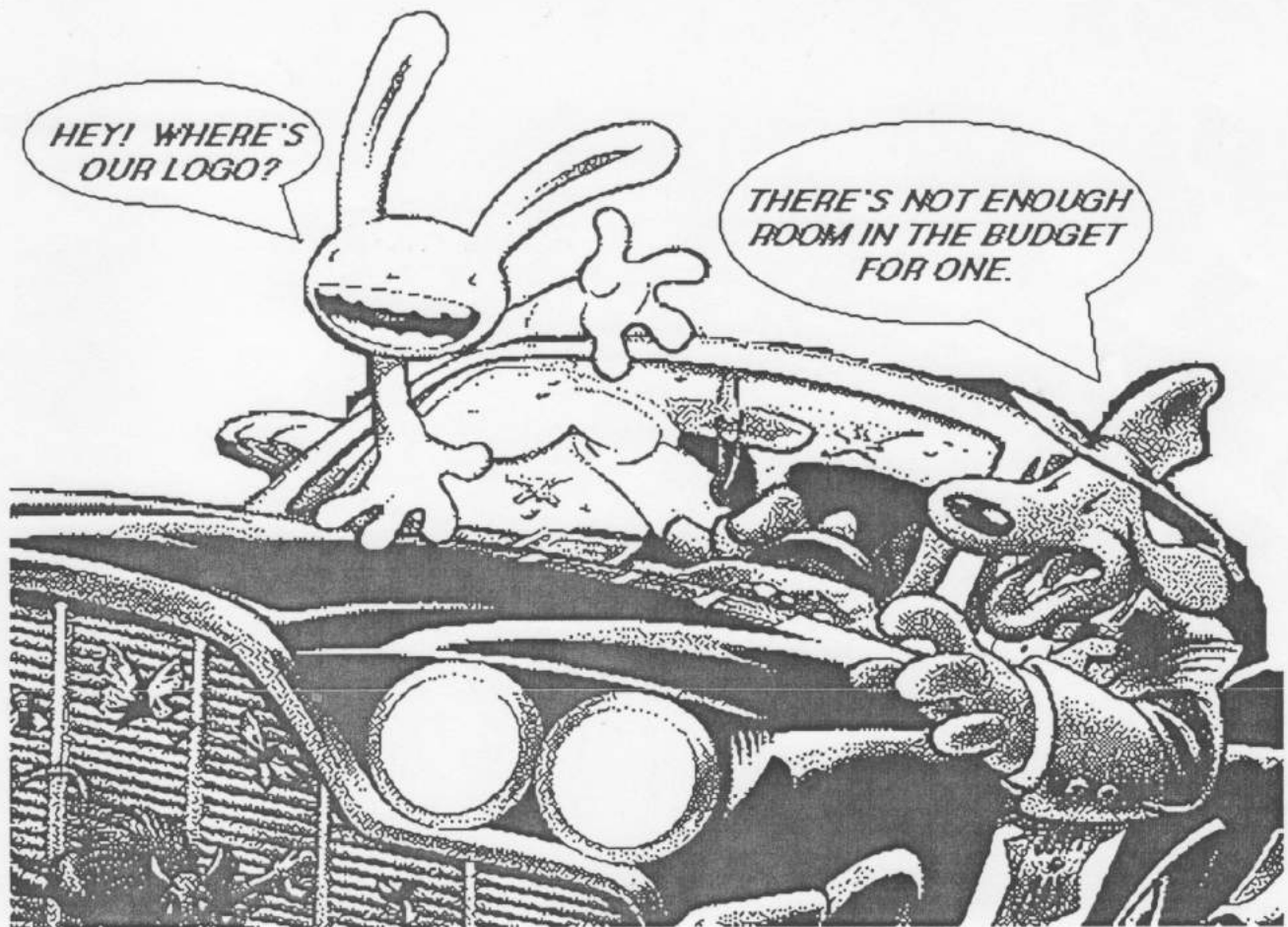


**Sam and Max Hit the Road™**  
an adventure game based on the collected works  
of Drew Barrymore



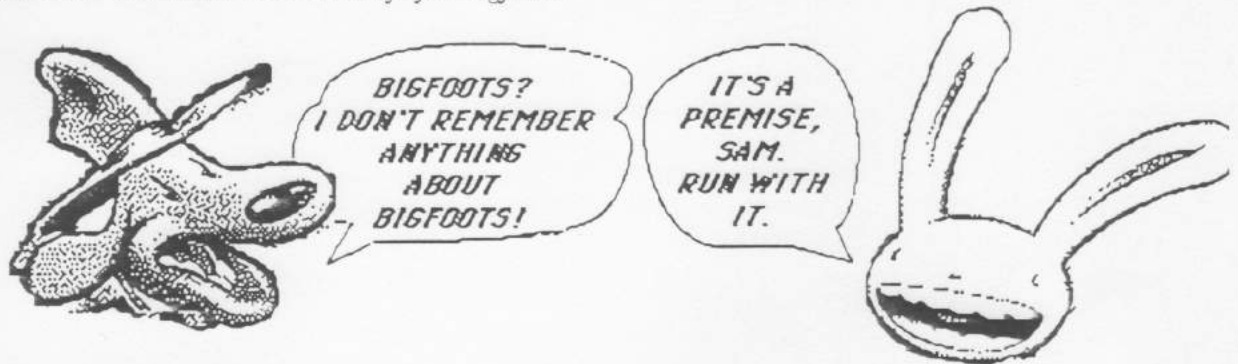
# Sam and Max Hit the Road™

A Gripping Tale of Fur and Fun

11/11/92

## In a Nutshell

Sam and Max make the world safe for Bigfoots.



## The Story

For centuries there have been stories of tremendous man-beasts that lurk in the forests of the world. The beasts themselves have been known by many names, names like "yeti", "sasquatch", and the ever-popular "bigfoot." The stories are almost always the same: a brief sighting, a fuzzy photograph, an unbelievable witness, the usual stuff of myths. Like most mythologies, though, the legend of the Bigfoots is essentially true: Bigfoots exist.

Sam and Max, Freelance Police, could care less as they return to their comfortable office after yet another grueling case. All they want is to rinse the blood and ichor off of their fluffy paws before kicking back and enjoying some mumbly peg, non-challenging TV and urgent and ridiculous phone messages. But their rest is immediately interrupted by a call from the Commissioner who informs them that due to the sensitive nature of their next assignment, it will be sent over by special agent. They leave, in no great hurry.

On the street, their contact (a bitter but streetwise talking kitten) informs Sam and Max that there's "big, nasty trouble at the carnival", and that they should check it out. Sam and Max climb into their black and white DeSoto and *hit the road*.

At the Kushman Brothers carnival, the Siamese Twin owners, Buri and Shep inform our heroes that their frozen bigfoot, Bruno, has escaped with Trixie, the Giraffe-Necked Gal of Burma. The owners want Bruno and Trixie back, and warns that they're dangerous, warped, and generally not-nice people to be around. After gathering several clues, and meeting with an affable Mole Man named Doug in the Tunnel of Love, Sam and Max decide to pursue their leads.

On a whim, they first choose to investigate Gator Golf, a swampland driving range, where they encounter internationally renown country-western recording star Conroy Bumpus. Conroy is looking for a Bigfoot for his private menagerie. Max says something obnoxious concerning Bumpus' hairdo, and the miffed megastar merrily 3-irons Max onto the "Soak

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The Beast" dunking booth out in the middle of the driving range. "I feel so very, alone. Life is a mockery." moans Max . After making a quick jaunt down the road to the World O' Fish, Sam rescues his lil' buddy from the role of jerky treat to the grinning lizards, and they press on.

As Sam and Max check out other leads at the World's Largest Ball of Twine (East of the Rockies) and the Mystery Vortex, it becomes apparent that Bruno and Trixie have been rescuing other Bigfoots from their roadside captivity. By the time they meet Doug's older and wiser mole man cousin, Shuv-Oohl, they're innacurately convinced that the Sasquatchi are gearing up for an armed takeover of the U.S. of A. Shuv claims to know something important about Bigfoots, but won't tell Sam and Max anything until they recover his mood ring. After a fair amount of devilish puzzle-solving, they find the elusive ring, and Shuv tells them to go to Frog Rock and wait for a sign.

At Frog Rock, Sam and Max turn into balls of intellect, the heavens roar, trumpets blare, and the stars realign themselves into a sign that says, "Go to Bumpusville." Max says, "I think this means something, Sam."

Sam concurs, and soon our furry protagonists find themselves in Bumpusville, the open-to-the-public mansion of Conroy Bumpus. After a bit of exploring they run smack dab into Bruno and Trixie, who have been captured by Bumpus and placed in his humiliating menagerie. Hilarity ensues as Sam and Max solve a series of puzzles to rescue the persecuted sasquatch and his squeeze. Once liberated, the grateful Bruno explains that the bigfoots are gathering for a once-in-a-century party at Evelyn Morrison's Savage Jungle Tiki Inn in beautiful Bakersfield, California. Bruno'd like to take them along, but each bigfoot is only allowed one date, and he's bringing Trixie. "Oh, that's okay," says Sam, "not that we don't find you attractive..."

Sometime later Sam and Max arrive in the lobby of the Savage Jungle Inn wearing a crudely constructed bigfoot costume, and are allowed onto the convention floor. From the stage, an ancient, withered, obligatorily Yodaesque bigfoot is speaking. "Let's face it," he says, "in the hundred years since last we gathered, the world has become an unwelcome place for sasquatches. Our streams have become polluted, our standard of living has dropped like a stone and, worst of all, most of our forest hiding places have been whittled into so much toilet paper and tasteless redwood burl furniture! Something must be done!" The gathered bigfoots applaud approvingly.

"You know," says Sam, "if we stay and help these poor devils we'll really be broadening ourselves in a way, because I heard once that 'if you give a sasquatch a moose or an elk you'll feed him for one day but if you if you buy him an automatic weapon you should never stop over unannounced after hours: Or something like that."

"I have no idea what you're talking about " says Max, "but my guess is that we may get to beat the tar out of someone."

Deeply conflicted, Sam and Max head head into the kitchen, where they bump into an engorged Conroy Bumpus. Conroy, thinking they are his fugitive sasquatch, holds them at gunpoint until, through an outrageous set of circumstances, he winds up frozen in the kitchen meatlocker, wearing Sam and Max's penny-conscious yeti costume. At this exact moment, the Yeti Leader enters the kitchen (looking for cold shrimp balls, no doubt), sees

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what S&M have done, and makes them honorary sasquatch elders. The Yeti leader takes S&M to the pool (which has been roped off for "sasquatch elders only") and shows them some totem poles with curious designs. "These totem poles," he wheezes, "are said to represent the ingredients for a special sasquatch lifestyle-enhancing mystical brew. But we can't seem to make head or tail out of them. Can you help us?"

"If it'll stop your pitiful whining, sure," says Sam.

And so, our two heroic rubbery animal pals endeavor to fulfill the wishes of the sasquatch leader. Along the way they bungee jump out of the nose of one of our most beloved presidents, perform some radical dentistry on a not-very-lifelike talking cement dinosaur, and obtain their own personal mystery vortex. Eventually they work their way back to the Savage Jungle Inn, where Bruno is leading the Bigfoots in a spooky ceremony by the hot tub. As Bruno calls for mystic brew's special ingredients, Sam and Max eagerly drop their collected inventory into the jacuzzi. Sam says, "is there going to be a microwavable version of this?" Finally, Bruno calls for the last ingredient, a bigfoot sacrifice. None of the sasquatch step forward. Max says "Waittaminute, I've got an idea that's not only idiotic, but probably violates county health regulations." and walks offscreen. Seconds later he returns, pushing the frozen block of ice containing the bigfoot-disguised Conroy Bumpus.

"Here's your sacrifice," says Max.

"I don't think that counts, but I love the concept." says Sam.

"What the hell, let's run with it," says Max, kicking Bumpus into the hot tub.

Suddenly, the sky is black with rain clouds as the jacuzzi water glows with a heretofore undreamt of mystical might. Lightning splits the sky, the sasquatch cheer, and the magical brew rises into the heavens. Cut to an exterior shot of the Savage Jungle Inn. It's raining now, and an ominous rumbling sound is beginning to dominate the already spooky music. Suddenly, and with great ferocity, the parking lot cracks open, and giant redwood trees shoot through the remains of the pavement. Max says, "Ooh, mystical." Cut to skyline shot of San Francisco. More rumbling. More Trees. Ditto New York. Ditto St. Louis. Ditto Seattle. Cut to the map of the United States. Trees are popping up everywhere, effectively reforesting the entire U.S.

Back at the jacuzzi, Bruno thanks Sam and Max for helping to restore the Sasquatchi homeland, and he and Trixie disappear into the trees. Sam and Max use ice tongs to pull the still-frozen Conroy Bumpus out of the hot tub and trade him to the carnival owners for a considerable reward, which is doled out in Skeeball tickets. As they head off into the proverbial sunset to cash in their tickets, Sam gets needlessly philosophical:

"That was a lot of fun, Max, but I can't help but think that we've somehow thrown our fragile planetary ecosystem completely out of whack."

"Gosh Sam, if teeny birds, lovable baby forest animals and giant bad smelling ape people are happy, well hell, that's good enough for me!"

"Hey, good point, lil' buddy."

Roll credits.

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## *People to See (well, the important ones)*

**Sam** is a six-foot tall talking dog. He wears an ill-fitting suit. He carries a badge. Dum-da-dum-dum.

**Max** is a three-foot tall talking rabbit. He doesn't wear clothes. He carries no stinking badge, but if he did, he wouldn't tell you where. Dum-da-dum-dum-dummmmm.

**Bruno** is an honest-to-Bob sasquatch, trying to make a better life for himself and his girlfriend, Trixie.

**Trixie** the Giraffe Girl from Burma is Bruno's significant other. She likes Bruno because he can look her in the eyes without a stepladder.

**Conroy Bumpus** is the most famous British country-western star in the world. He collects bizarre and interesting things, like three-headed monkeys, ghost pigs, sasquatches, giraffe girls and beakers of living tissue from Micheal Jackson's face. He's not a nice guy.

**Burl and Shep** are the Siamese twin owners of the carnival. They are joined at the back. Creepy but only marginally offensive.

**Lee and Harvey** are Conroy's good ol' boy bodyguards.

**Doug, the Mole Guy** lives in the Tunnel of Love. He loves Stuckey's pecan flavored candy, and knows some interesting things about the sasquatchi culture.

**Shuv-Oohl, the other Mole Guy** is Doug's older and wiser cousin who lives in a hidden cave beneath the Mystery Vortex. He's lost his emotional center since the loss of his mood ring some years ago, but has some useful information that Sam and Max desperately need.

**Vanuattoo the Elder** is the wise old leader of the sasquatchi. He's a bit dotty.

**Flambe, the Fire Eater** works at the carnival. He was tricked by Trixie into defrosting Bruno.

**Roadside Proprietors** are encountered throughout the game. They sit patiently at their roadside stands hoping to provide you with fascinating, useful information.

**Generic Tourists** are also encountered throughout the game to give the roadside attractions a populated feel.

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## *Sam and Max's World (and Welcome to It)*

Sam and Max travel, in Indiesque fashion, via a giant postcard map of America. When the game begins, Sam and Max's activities will be restricted to a few locations (their office, the Carnival, and Stuckey's). But as our heroes discover clues to Bruno's whereabouts, new destinations will appear on their postcard map, enabling them to explore newer and stranger roadside attractions. You could say that this makes *Sam and Max Hit the Road* the first legitimate attempt by a computer game to successfully combine the works of Jack Kerouac and Hunter S. Thompson in a funny animal-buddy cop milieu. We prefer to think of it as a convenient excuse to draw large balls of twine, giant cement dinosaurs, and green things hanging out of the noses of Mount Rushmore. We promise never to say milieu again.

## *A General Description of Places to Go*

**Sam and Max's office:** A three-room playhouse of activities where the player can get comfortable with the interface before plunging into the adventure.

**Stuckey's:** Three rooms of gas, good eats and cheesy gifts.

**The Carnival:** Sam and Max are properly introduced to the plot and can stumble upon a plethora of clues in this eight-room chunk of the game.

**The World's Largest Ball of Twine (East of the Rockies):** Five rooms, three puzzles, and the Twine Peaks Rotating Diner grace this midwestern roadside attraction.

**The World of Fish:** One room in the middle of Florida dedicated to the wonders of our aquatic neighbors who we frequently eat.

**Mystery Vortex:** Five rooms in New Mexico where the laws of gravity seem to have taken a holiday, (dramatic pause) or is it all a trick?

**Gator Golf:** A three-room Louisiana bayou driving range chock full of festive targets and rabbit-and-dog-eating alligators.

**Frog Rock:** A large rock that looks nothing like a frog. Sam and Max have a big-time epiphany here that sends them to Bumpusville.

**Bumpusville:** Conroy Bumpus's Tennessee mansion, which we've managed to cram into eight rooms (more will be implied, but not seen). Sam and Max actually meet Bruno here for the first time.

**Evelyn Morrison's Savage Jungle Tiki Inn:** Eight rooms of tacky-tiki hotel stuff including the boffo sasquatch convention.

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**Mount Rushmore Prehistoric Bungee Cavalcade and Tar Pit Slide:** Those four dead presidents just weren't pulling in the tourists anymore, so some changes were made. Five rooms of bungee jumping out of Lincoln's nose, tar pits, and giant talking cement dinosaurs.

**Living History Vegetable Museum:** At first it looks like your average fruit-and-vegetable stand. Then you notice that all the potables are affixed to headless Ken and Barbie dolls and have labels like "Richard Nixon,... Michael J. Pollard,...Cher."

**Extra Special Bonus Activity Pages:** Much as we like to think that our customers just love spending endless hours banging their heads against the figurative walls of our fiendishly nasty puzzles, we've got the hint line calls to prove otherwise. Since there's no way in heck we're going to part with our fiendishly nasty puzzles, *Sam and Max Hit the Road* will include a compromise in the form of "Activity Pages." By clicking on an icon in Sam's inventory, the player will be whisked to a screen where he can dress Sam and Max up in silly clothes, create some flipbook animation, engage in Highway Surfing, or maybe even play a modified version of Madlibs™ (which we'd call "Maxisms"). The number/size of these activities could be expanded or contracted as time allows, but we're planning for at least three that we may purchase during the game at Stuckeys.

## *Some Pleasantly Brief Assertions About SCUMM™*

*Sam and Max Hit the Road* is an adventure game. SCUMM™ is an adventure game engine. Coincidence? We don't think so. If we had a couple of years and a lot of help from Aric we could probably come up with a kick-ass adventure game system that might even be better than SCUMM™, but a) we don't have a couple of years, and b) to paraphrase Gordon Gecko, "SCUMM™, for lack of a better word, works; SCUMM™ is good."

## *Wipe that Smirk Off Your Interface, Young Man!*

And now, a brief musical interlude:

*Interface Man, Interface Man,  
Doin the things that an interface can,  
What is he like? That's not important.  
Interface Man  
Is he kludge, or is he a hack,  
When he gets converted, can he go back?  
Or do conversions just make him dead?  
Finicky man, Interface Man*

Enough strained levity. *Sam and Max Hit the Road* will, for the most part, make use of the ultra-cool "no-verb" interface designed for the IBM version of *Big Sky Trooper*. This means that all rooms will be 200 dots high, characters can be bigger, dialogs will be more

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mysterious, and the player will stop confusing the "use" and "give" verbs. Oh yeah, the player will control Sam and only Sam throughout the game, but will be able to "Use Max" when the need arises.



Other interfaces will show up from time to time in *Sam and Max Hit the Road*, like, say, when playing with the Whack-A-Rat game, but these interfaces will tend to be of the simple point-n-click variety. No combat, no Halcrash™, and no furshlugginer submarines.

## *"If I Could Talk To the Animals..."*

Did we mention that *Sam and Max Hit the Road*™ is going to be a talkie? Well, it will be; maybe not in the original version, but VERY soon afterwards, perhaps as an add-on disk. In order to make the transition to talkie as painless as possible, we'll be designing/programming with talkies in mind. Specifically, we'll be:

- Writing the dialog for major cut-scenes early. This will allow us to cast our major characters early in the process, which in turn will give our animators ideas for gestures.
- Keeping the interactive dialogs light.
- Straining to be a little more aware of possible talkie pitfalls.

## *Size is Important*

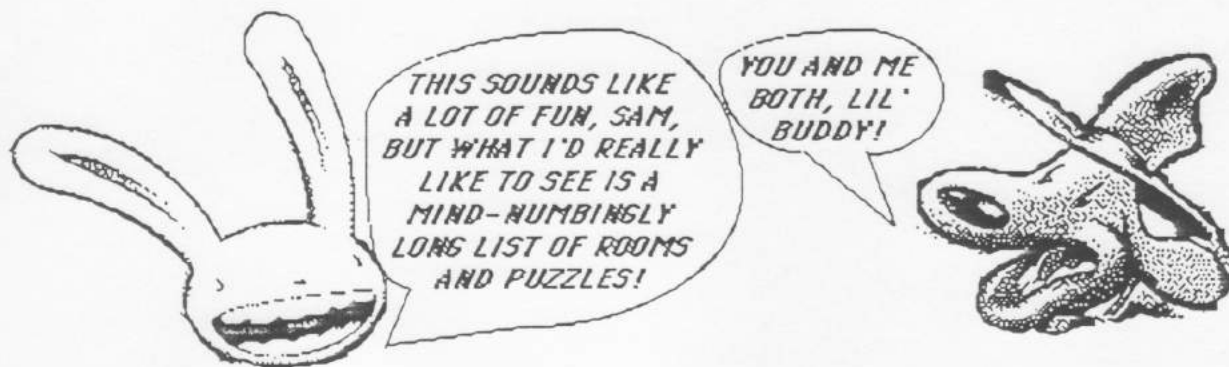
The motto of *Sam and Max Hit the Road* is "You can lead a horse to water, but you can't make him do the watusi." That's a lie; the actual motto of *Sam and Max Hit the Road* is "Think small." Small, small, small, small, small. We believe that by limiting the game to approximately 70 Screens (a better way of measuring art than the number of rooms, which is 60), keeping the dialogs simple, and doing away with the multi-player/multi-path enhancements/hassles that have enriched/plagued some of our recent games, we can keep this magillah from exploding in our faces like so much microwaved zucchini squash.



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## A PAINFULLY SPECIFIC List Of Rooms And Puzzles

### The City:

**1. Sam and Max's office:** A veritable Pee-Wee's Playhouse of potential activities, some of which actually relate to the game. The Commissioner phones our heroes here, and tells them to meet their contact on the street.

**Puzzles:** Must retrieve *black light* from closet. Must find *money* hidden in rat hole.

**2. Sam and Max's hallway:** Another "explore the world" room with gratuitous cameo by Flint Paper, a hard-boiled detective.

**3. The Street:** A lovable transient, a kitten, and a few wandering city folk populate this room that's mostly used to get the player used to the dialog interface.

**Puzzle:** The kitten is the contact. Sam must talk to it. Perhaps Sam must use Max to reach down it's tiny maw and get the *document*, or perhaps the kitten merely coughs it up like a hairball. It sends them to the travelling carnival.

### Carnival:

**4. Outside Carny:** The entrance to the closed carny is blocked by a fire eater.

**Puzzle:** Must give *document* to the fire eater to gain admission.

**5-6. The Midway:** A sprawling, yet oddly-abandoned, carnival midway. Some rides may be rideable, but only in a backgroundy, low-scale animation kinda way (this excludes the Cone of Tragedy, which may be doable). The exterior of the Freak Show and Trixie's trailer are both visible from these screens.

**Puzzle:** Talk to carny folk, get clues to where Trixie and Bruno may have gone. Sam and Max must also swipe the *magnifying lens* for later use at the Twine Peaks Diner. Must ride the Cone of Tragedy to lose all inventory, then get a *Lost & Found receipt* from the ride operator in order to get it all back. When Sam gets his inventory back, he'll also have a *souvenir magnet from World of Fish*

**7-8. Kushman's Hall of Distasteful Oddities:** Sam and Max talk to Burl and Shep here, get free ride pass. Amongst the baffling freaks on display is the melted ice block that held Bruno the yeti.

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**Puzzle:** A clue (perhaps a *matchbook from Gator Golf*) to where Bruno and Trixie might have gone is in Bruno's puddle. S&M must also swipe *the mummified hand of Jesse James* for later use.

**9. Trixie's Trailer Interior :** What the Giraffe Girl called home until she ran off with Bruno. It's behind the Freak Show Tent, but reachable from the midway.

**Puzzle:** Yet another clue to Trixie and Bruno's location is here, but until S&M get the *key to Trixie's trailer*, only Max will be able to get in, and he'll be useless. The *stilt-walker's coat* is also in here, and is an integral part of the S&M's yeti costume.

**10. Tunnel of Love Entrance:** Sam and Max hop on.

**Puzzle:** Perhaps Sam and Max must talk their way onto the ride.

**11. Tunnel of Love Interior:** Pseudo-room madness. Meet the Mole Guy!

**Puzzle:** Sam must use Max with the fuse box to short out the ride and release them from the tacky floating swans. In order to see the fuse box, Sam must have won the *flashlight* from the Whack-A-Rat game, and put the *black light* in it. Once S&M have met the Mole Guy, they must give him some *pecan flavored candy* in exchange for the *key to Trixie's trailer*.

**12. Tunnel of Love Exit:** May actually be the same room as the entrance, but let's play it safe for now.

**13. Whack-A-Rat:** Wholesome family fun.

**Puzzle:** Must achieve a high enough score to win a *flashlight* .

**World's largest Ball of Twine (East of the Rockies):**

**14. Establishing Shot/Parking Lot:** This is one big ball of twine. It's got a rotating restaurant on top of it. A quaint tramride takes visitors from the gift stand to the top.

**Puzzle:** Getting a *length of twine*. S&M won't cut the ball in the middle, since that would destroy it's regional status as the largest midwestern Twine Ball, so they must find the twine's loose end.

**15. Base of Twine Ball/Museum:** Built onto the Twine Ball base this room contains fascinating twine related exhibits. A sign reads "This ball of twine is 93 yards longer than the second largest ball of twine."

**Puzzle:** S&M must plunge the *Gatorgolf ball retriever*, with attached *World Of Fish magnet* from the Lost and Found, into the ball of twine, to obtain the *mood ring* from deep within the twine.

**16. Twine Peaks Diner:** A rotating diner (it'll be cool, trust us).

**Puzzle:** There is a viewscope here that Sam must use with the *magnifying lens* to open up a location (perhaps Frog Rock)

**17. Helicopter Pad:** Fish are delivered from the World O' Fish to the Twine Peaks Diner via helicopter.

**Puzzle:** Sam and Max must climb in a large fiberglass fish at the World O' Fish in order to be carried by helicopter fish delivery to the outside of the Twine Peaks Diner. Then Sam must use Max to reach the loose end of the Ball of Twine.

**18. The Top of the Biggest Ball of Twine in the Free World:** It's here that our anthropomorphic heroes find the all-important loose end to the ball of twine, and snip 92 yards off of it.

**19. Twine interior:** Jammin' rad cut-scene of *Gatorgolf ball retriever* snaking its way to the *mood ring*.

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## The World Of Fish:

**20. The World Of Fish:** Sort of a big dock with all kinds of family oriented fish activities going on in the background.

**Puzzles:** S&M must hide in a giant fish to get to the Twine Peaks Cafe. Max must grab a *bucket of fish* to hit to the alligators at the Gatorgolf Emporium.

## The Mystery Vortex:

**21. Mystery Vortex Parking Lot:** Sign promises something mysterious, warns that pregnant women, children under the age of 14, and litigious individuals will not be admitted.

**22. Mystery Room and Gift Shop:** Both a cheesy effect room (everything's upside-down) and a gift shop. Sign advertising "See the Frozen Bigfoot" is covered by banner that says "Closed Due To Theft".

**Puzzle:** Must trap *personal vortex* inside *snow-globe* for use in jacuzzi.

**23. Mysterious Effect Room:** Perspective goes bananas in this room with several doors of varying sizes.

**Puzzle:** Must get through correct door to reach the Wise Old Mole Guy. Must be correct height to get through door. Must send Max through mirror that leads to Magnet Room.

**24. Magnet Room:** Mystery Vortex is run by color-coded magnets.

**Puzzle:** Must fiddle with color-coded magnets to change your scale in relation to respective doors in the Mysterious Effect Room.

**25. Mystery Vortex Cave:** Meet the Wise Old Mole Guy!

**Puzzle:** The W.O.M.G. is not sure if he should trust Sam and Max without his *mood ring* which he lost some years ago while visiting what was then the 3rd Largest Ball of Twine in the World. Once Sam and Max have given the *mood ring* to the W.O.M.G., he'll give a *cool unnamed mystical substance* to Sam and Max and tell them to go to Frog Rock.

## Gator Golf:

**27. Pro Shop&Background:** A proprietor will be happy to tell Sam and Max all they ever wanted to know about Gators and golf.

**Puzzle:** Get broken *Gatorgolfball retriever* from proprietor.

**28. Driving Range:** It was a miniature golf course built on swamp land. Now it seems to be slowly sinking and has been invaded by neighboring gators. Quickthinking proprietors have converted it to a driving range. Sam and Max buy a bucket of balls and practice their golf swing, hitting the balls at the alligators. There are also hazards left over from miniature golf days which they get points for hitting. Meet Conroy Bumpus for the first time. He and his good ole boys drive Max out into the middle of the driving range (specifically, to a dunking booth).

**Puzzle:** To rescue Max, Sam must get a *bucket of fish* from the World O' Fish, and hit them to the alligators in such a way that they form a stepping stone path to Max.

**29. Dunking Booth Closeup:** An island in the middle of the driving range where tourists used to be able to "Dunk the Beast", before Bruno engineered the Bigfooted Beast's escape.

**Puzzle:** Must find *snow-globe* that leads Sam and Max to the Mystery Vortex.

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## Frog Rock:

**30. Frog Rock:** A large rock in the middle of nowhere that looks nothing like a frog. Sam and Max are sent here by the W.O.M.G. to meditate on the location of the Sasquatch.

**Puzzle:** After mixing the *cool unnamed mystical substance* with the various *fur & mange samples* from the three former sasquatch locales, Sam and Max are rewarded with a spectacular light show, culminating in the a stunning realignment of the stars so that they read "GO TO BUMPUSVILLE."

## Bumpusville:

**31. Parking Lot:** Lots of RVs, the wondrous mansion facade and the Gracelandish garden where Bumpus hopes to be planted someday.

**32-34. Hallways:** Festively decorated halls that connect to rooms of importance. Sam and Max can bowl in them.

**Puzzle:** Sam must bowl the *bowling ball* down a hall, through the open door to the Menagerie, which breaks the electric eye, triggers the alarm and, sends the VR Room's guard scurrying from his post. *Picture of John Muir* must be picked up to give to Living History Vegetable Museum guy.

**35. Bedroom:** Conroy Bumpus's ostentatious bedroom, where the bed is actually a giant Monster Truck with a vanity plate reading "MA TRUK." Bowling trophies abound.

**Puzzle:** There is a *bowling ball* on a shelf. Sam and Max must use the *Gatorgolf ball retriever* in conjunction with *the mummified hand of Jesse James* to get it. Later, to make the Yeti costume, Sam must grab Conroy's *foul-smelling toupee* from its resting place by replacing it with an *eggplant that looks like Conroy Bumpus*. There is also a pillow case soaked with Conroy's *miracle hair tonic*.

**36. The Bumpusville Menagerie:** Bruno, Trixie, and a host of LucasArts animals have been arranged in a bizarre country-western band diorama.

**Puzzle:** The Menagerie is held in place by a powerful force field/electric eye. Sam and Max must find the key that turns it off. Once they've rescued Bruno and Trixie, they're told about the Yeti Convention (YetCon) at Evelyn Morrison's Savage Jungle Inn.

**37-38. Virtual Reality Room:** Conroy Bumpus's state-o-the-art VR playground is guarded by a goon who won't even deign to speak to S&M.

**Puzzle:** Once inside, a cheesily-polygonned Sam and Max must find the *key to the Menagerie*, which won't even remotely look like a key in the miniature VR universe.

## Evelyn Morrison's Savage Jungle Inn:

**39. Parking Lot:** The Enchanted Tiki Room times 200.

**40. Lobby:** Sam and Max run into Bruno and Trixie here.

**Puzzle:** A Yeti bouncer won't let S&M into the convention hall until Sam and Max disguise themselves as a Yeti. They'll need to gather some materials for their costume from the locations described in the colorful brochures in the lobby. The materials are a) a *stilt walker coat* from Trixie's hope chest b) Some *hair from a wooly mammoth* at the Dinosaur Park c) *Conroy Bumpus's foul-smelling toupee* and d) Some *tar* from Mt. Rushmore.

**41-42. Convention Hall:** A room full of yetii. Once Sam and Max sneak in, they'll get to hear an inspiring speech by the chief yeti about "something wonderful" that's going to happen.

**Puzzle:** Sam and Max can listen to snippets of yeti conversations that might give insightful clues about the materials they need to gather for the spell.

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**43. Kitchen:** Adjacent to the Convention Hall is a kitchen that Sam and Max can duck into once they've disguised themselves as a yeti. Inside, they're confronted by Conroy Bumpus, who's come looking for Bruno.

**Puzzle:** Sam and Max will be held at gunpoint (Conroy thinks they're a yeti) until they get the idea of offering the costume to Bumpus so he could enter the convention unnoticed. Bumpus will then step into the freezer to change, whereupon Sam must close the door on him.

**44. Backstage:** Here Sam and Max will meet the Yeti chief, who'll give him the recipe for the special spell the yeti wish to mix in the jacuzzi.

**Puzzle:** The ingredients for the Yeti spell are:

1. A *personal vortex* from the Mystery Vortex, to mix everything up.
2. A *dinosaur tooth* from the Dinosaur Park (representative of the power and size of the redwoods)
3. Conroy Bumpus *miracle hair tonic* (to produce growth where none seems possible)
4. A *rutabaga* from the Living History Vegetable Museum that looks like John Muir, a revered sasquatch wiseman and elder of the past who posed as a human.
5. A yeti sacrifice, aka Conroy Bumpus on ice.

The ingredients probably should be in some kind of code, like the recipe in Monkey I, the dance steps in Monkey I, or the song in Monkey II. We're thinking about totem poles.

**45. The Pool:** Yeti twistin' by the pool. The totem poles will be here.

**46. The Jacuzzi:** Where all the ingredients will be dumped.

## Mount Rushmore Prehistoric Bungee Cavalcade and Tar Pit Slide:

**47. The Establishing Shot:** Four famous presidents, with lime green bungee jumpers emerging from their noses. Also some dinosaurs, and some tar pits.

**48. Mammoth and Maximegalosaurus:** Two of the largest critters ever to roam the planet.

**Puzzle:** Sam and Max must get a tooth from the Maximegalosaurus by lassoing a tooth with the *92 yard long strand of twine*, tying the other end to their car door, and slamming the door. There is a key box next to each dinosaur which activates the creature. The dinosaur will cheerfully tell you a little about itself. Sam and Max must pull the key out of the box while the Maximegalosaurus's mouth is open to be able to lasso the tooth. Sam and Max must also remove a big chunk of hair from the mammoth for their yeti costume. A clever hair removal puzzle will no doubt ensue.

**49. Tar Pit Slide and Bungee Elevator Entrance:** See the tar pit slide. See it move very slowly. Realize that the only way to get any tar is to bungee jump over the tar pool.

**50. Nose Interior:** All nose interiors look alike. Max can jump from any nose.

**Puzzles:** Max must find the nose that has a tar pit at the bottom of the jump, and retrieve the *tar* with the ever-useful *Gatorgolf ball retriever* in conjunction with the *mummified hand of Jesse James* and the *Stuckey's cup*.

**51. Bottom of Bungee Jump:** The tar is almost close enough to touch.

**Puzzle:** Picking up *tar* is a timing puzzle.

## Living History Vegetable Museum:

**52. The Vegetable Museum:** A roadside museum of dolls whose heads are vegetables that supposedly look like celebrities. Basically a fruit and vegetable stand gone

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horribly, horribly wrong. A yellowed sign reads, "Your vegetable likeness created from a photo. Great gift!"

**Puzzle:** To get the *foul-smelling toupee*, S&M must take one of the *eggplants shaped like Conroy Bumpus* (which are being given away). One of the final ingredients for the Redwood stew is a *gourd that looks like John Muir*, so the heroes must show the proprietor a *picture of John Muir* that they get from Bumpusville.

**Stuckey's, or a non-trademarked name to be determined later:**

**53. Establishing Shot:** More gas pumps than you can comfortably imagine.

**54. Diner Interior:** S&M can rest their feet and grab a bite to eat. Amusing activities are available at the gift shop.

**Puzzle:** At some point S&M must pick up a *Stuckey's cup* and purchase some *pecan flavored candy*.

**Activity Pages And Other Cool Junk We Should Have:**

**56. Map O' America:** A cool map that Sam and Max use to get from place to place.

**57. Sam and Max Paper Doll Activity Page:** Directly lifted from the Steve Purcell classic "Sam and Max go to the Moon."

**58. Sam and Max Paint By Number Activity Page:** Directly lifted from the not-nearly-as-classic-but-fondly-remembered-nonetheless "Prehistoric Pie"

**59. Skeeeball Reward Room:** An end-of-game feature.

**60. Sam and Max Shooting Gallery:** An activity for the gun-happy player who becomes annoyed that Sam and Max rarely (if ever) shoot their very large guns.

**61. Highway Surfing:** Another direct lift from a classic Sam and Max comic, thrown in to give players something to do when they're tired of solving obscure, MacGyverish puzzles.

**62. Maxlibs:** Could be a lot of fun. Could be painful programmer death. Only time will tell.

**63. Sam and Max Hit the Road:** A cool cut scene of our heroes heading down the road.

**64-67. Climactic Cut-Scene Stuff:** Four great American cities (S.F., Seattle, St. Louis, and New York) explode with redwoods.



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## A Less-Painful But Equally Specific List Of Puzzles

- Get a call from the Commissioner -- duh
- Get into the Carnival
  - Get **document** from contact
  - Give **document** to fire-eater at gate
- Track the Sasquatch
  - Find possible destinations of said Sasquatch
    - Find out about Aquagolf Emporium
      - Explore the Kushman's Hall of Distasteful Oddities
        - Pick up **Aquagolf brochure**
    - Find out about Caverns of Obscurity/Mystery Spot
      - Talk to the Mole Guy
        - Ride the Tunnel of Love
          - Get **free ride pass**
            - Talk to Burl and Shep
          - Present the **pass**
        - Stop the ride halfway through
          - Make a black light
            - Get **black light bulb** from closet in the office
            - Win a free **flashlight** in the Whack-A-Rat game
            - Use **black light** with **flashlight**
          - Use **flashlight** with fusebox
          - Use Max with fusebox as the gondola travels by to short out ride
    - Find out about World's Largest Ball of Twine
      - Gain entrance to Trixie's trailer
        - Get **key** from Mole Guy
          - Give **pecan candy** to Mole Guy
          - Get **pecan candy** from Stuckey's
  - Check out Aquagolf Emporium and Alligator Farm
    - Rescue Max from Aquagolf Sasquatch Dunking Booth
      - Get a **bucket of fish**
        - Go to the World of Fish
        - Steal a **bucket of fish**
      - Hit **fish** to alligators to align them into a path out to Dunking Booth
      - Walk out to the Dunking Booth where Max is
      - While you're here, pick up **Sno-Globe** and some **hair and mangle**
  - Check out the Caverns of Obscurity/Mystery Spot
    - Talk to Mole Guy 2
      - Use the magnets under the Mystery Room to enter scaled doors
        - Color puzzle -- use magnets to create correct color magnobeam
        - Opening correct (random) door gets you into the Mole Guy's room
    - Give the **mood ring** to Mole Guy 2
      - Get **Aquagolf ball retriever** from Proshop
      - Get a **magnet**
        - Ride the Cone-of-Tragedy at the Carnival
        - Claim your inventory at the lost and found
        - Grab bonus World-of-Fish refrigerator **magnet**

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- Use them together and reach into the Ball of Twine
  - Find out about Frog Rock -- don't know where it is though....
  - Find out where Frog Rock is
    - Go to Restaurant
    - Use *lens* from Carnival arcade
    - Use Viewscope -- maybe rotation puzzle is here
    - See Frog Rock (and odd assortment of highway signs)
  - Use *Magic Mole Dust* (from Mole Guy 2) at Frog Rock with 3 sets of *hair and mange*
- Get to BumpusVille
- Free the beasts in the menagerie
  - Get into BumpusVille Main House
    - MORE PUZZLES HERE
  - Get *key* to menagerie
    - Get past VR room guard
      - Get *bowling ball* from Conroy's room
        - Get *severed hand of Jesse James* from Freak Show
        - Use it with the *Aquagolf ball retriever*
        - Stand on the bed and reach for *bowling ball* on the shelf
      - Use *bowling ball* to trigger alarm system in menagerie -- guard leaves post
    - Use VR machine to find *key* hidden inside
- Get a costume to get into the Yeti Convention
  - Get a *suit* big enough for S&M
    - Get *stilt-walker's suit* from a hope chest buried in Trixie's trailer
  - Get some *hair*
    - Get Bumpus *hairpiece* -- Indy idol scene
      - Need to find a similar looking *vegetable*
      - Use *vegetable* with hairpiece stand -- eats part of veggie to make it the same weight as the original, stand slowly sinks into pedestal
  - Get some *tar* from the Mt. Rushmore tarpit
    - Get *cup* from Stuckey's
    - Use *cup* with *hand of Jesse James* with *Aquagolf ball retriever*
    - Bungee jump from the correct presidential honker
    - Grab a cup of *tar*
- Make something wonderful happen
  - Interpret totem poles (one for each ingredient)
  - Get a dinosaur *tooth*
    - Get 92 yards of *twine*
      - Get to the top of the ball of twine
      - Climb into the large display *haddock* at the World of Fish
      - Get delivered to the restaurant via helicopter
- Use Max to cut off exactly 92 yards of *twine*
  - Attach *twine* to *tooth* of dinosaur at Mt. Rushmore
    - This is a little difficult.... the mouth is opening and closing
    - To stop the mouth, pull the key out of the control panel
  - Attach other end to car door
  - Slam car door
- Get miracle *hair tonic*



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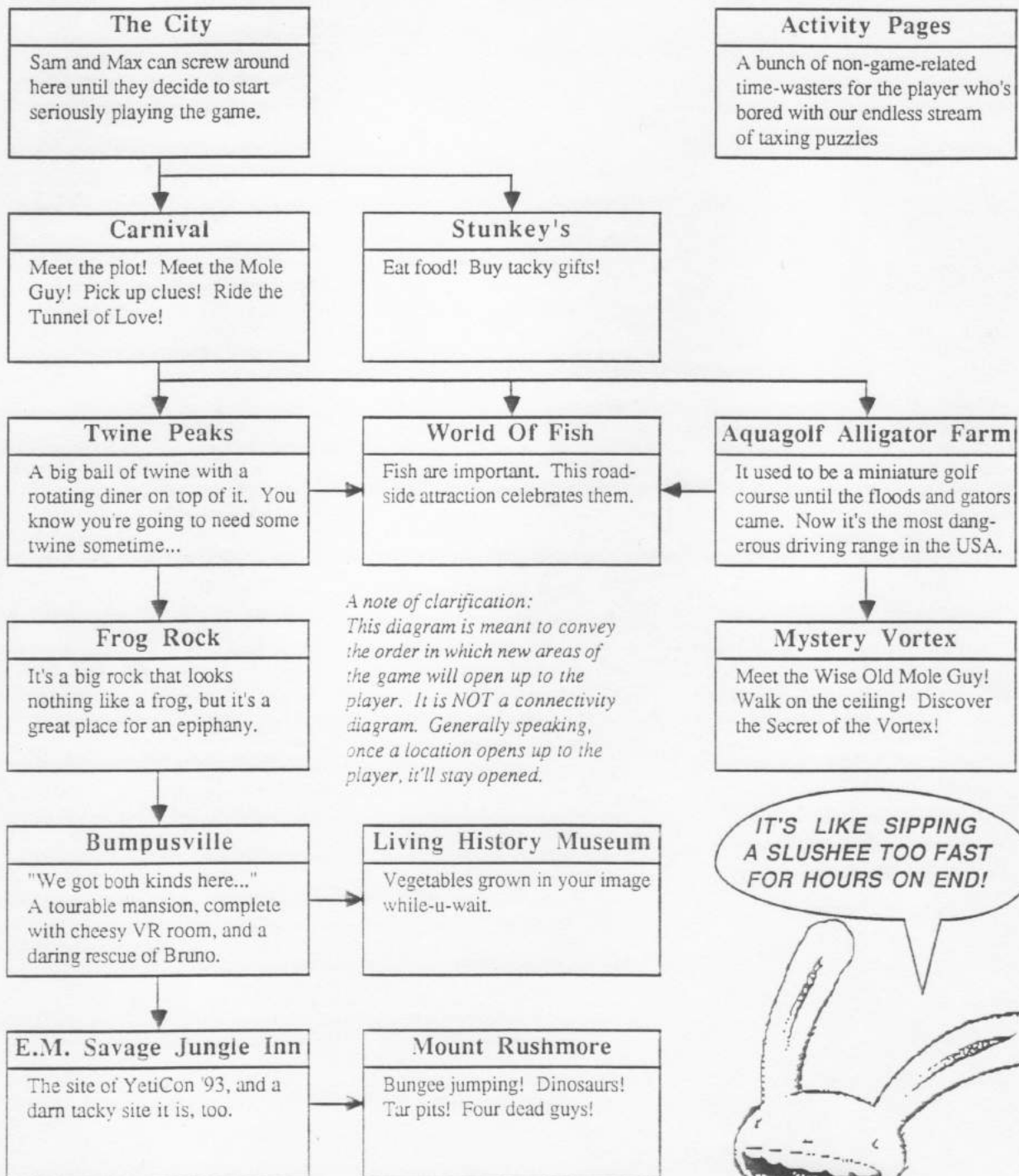
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- The bottle in Conroy's bathroom is empty
- Take the *pillow case* from his bed -- it's soaked with the stuff
- Wring the *pillow case* out into the tub
- Get *Personal Vortex*
  - Just take it
  - You can't, it's just a prototype
  - Acquire a *Sno-Globe* from Stuckey's
  - Use *Sno-Globe* with *Personal Vortex* during demonstration
- Get *veggie likeness* of a naturalist
  - Get *picture of John Muir* from Bumpusville hallway
  - Take *picture* to Veggie stand -- have them make *veggie likeness*
- Put ingredients in the jacuzzi
- Don't forget the sacrifice
  - Give Conroy the *costume*
  - Lock the freezer door when he goes in to change
  - Push Conroy into the jacuzzi stew
- Watch with wonder the *Dig*-like animations of giant trees invading rat-infested metropolis zones

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## General Game Flow



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The City

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REMEMBER, KIDS, A GAME DESIGN WITHOUT CHARTS IS LIKE A DOG WITHOUT A BIG GUN.



**Sam & Max's Office**  
Where our favorite freelance cops hang out after a tough case. Lots of cool stuff here.

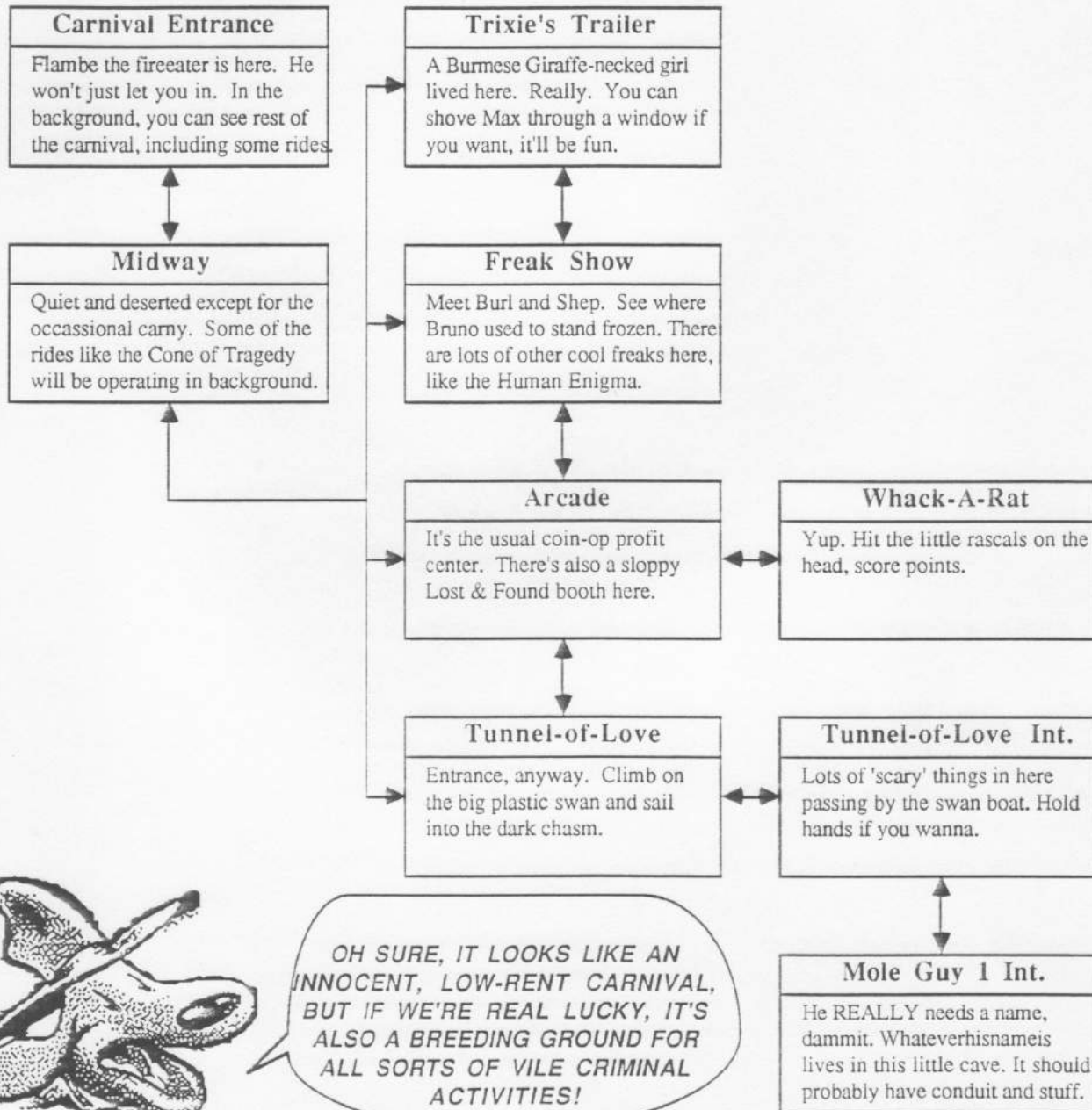
**Sam & Max's Hallway**  
See Flint Paper. See Flint beat the living daylights out of some thugs. Beat, Flint, beat.

**The Street**  
A grimy, vermin-infested stoop where our heroes meet a talking kitten.

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Carnival



OH SURE, IT LOOKS LIKE AN INNOCENT, LOW-RENT CARNIVAL, BUT IF WE'RE REAL LUCKY, IT'S ALSO A BREEDING GROUND FOR ALL SORTS OF VILE CRIMINAL ACTIVITIES!

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Aquagolf Emporium  
And Alligator Farm



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World O' Fish  
Frog Rock  
Veggie Museum

## World Of Fish

Feed "Bubbles", the magic fish, learn about out finny friends, or maybe just hide inside a giant cement caecolocanth...

*Design note:*

*These three locales, while important, are only one room each. Rather than kill another couple of trees, we've lumped them together on one page. We hope this hasn't confused you.*

## Frog Rock

Frog Rock is just a big rock out in the middle of the desert. Various bits of fur and mange must be mixed here.



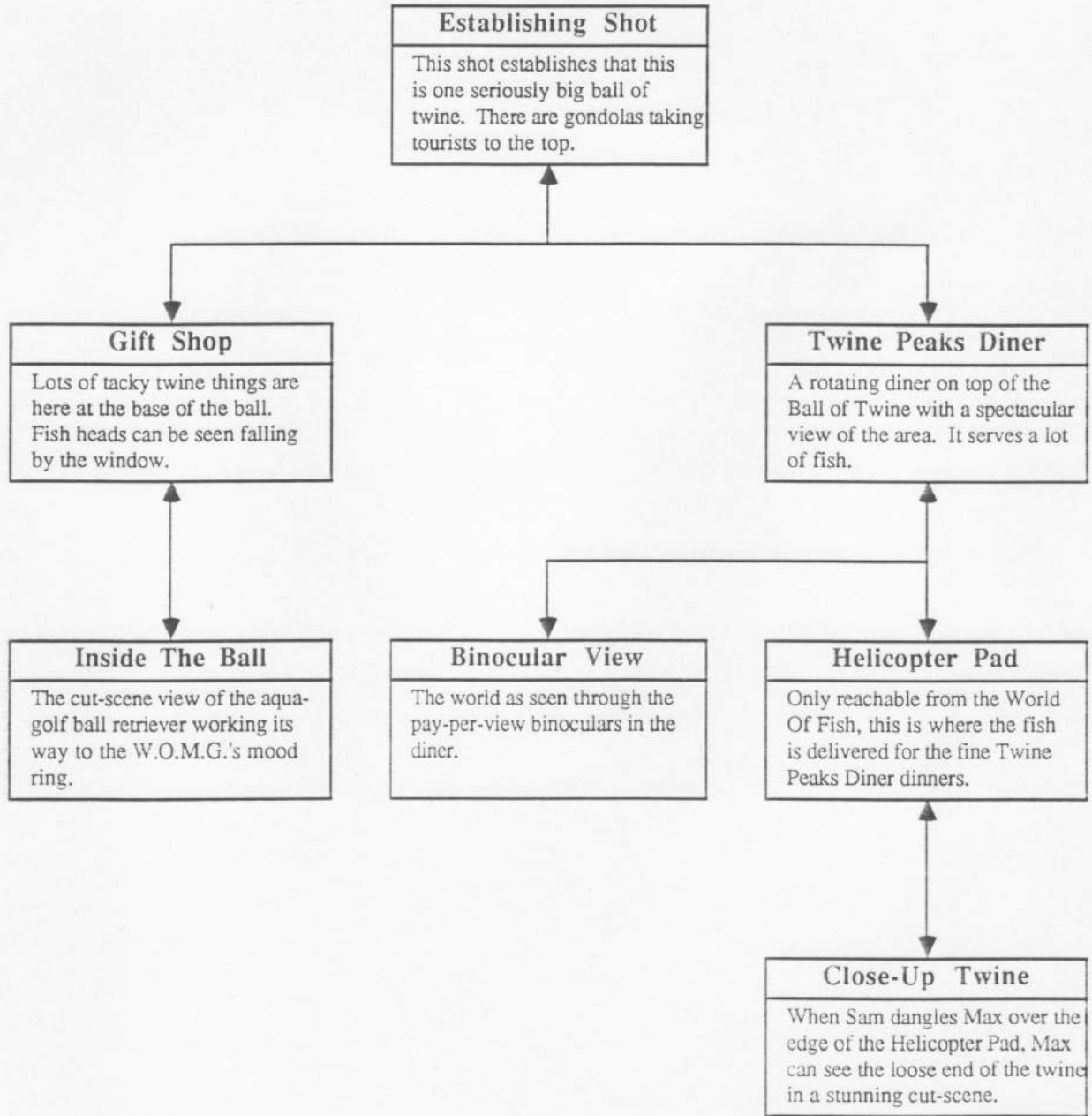
## LH Vegetable Museum

Believe it or not, winning this game requires not one, but two, two, two vegetables that look famous people...

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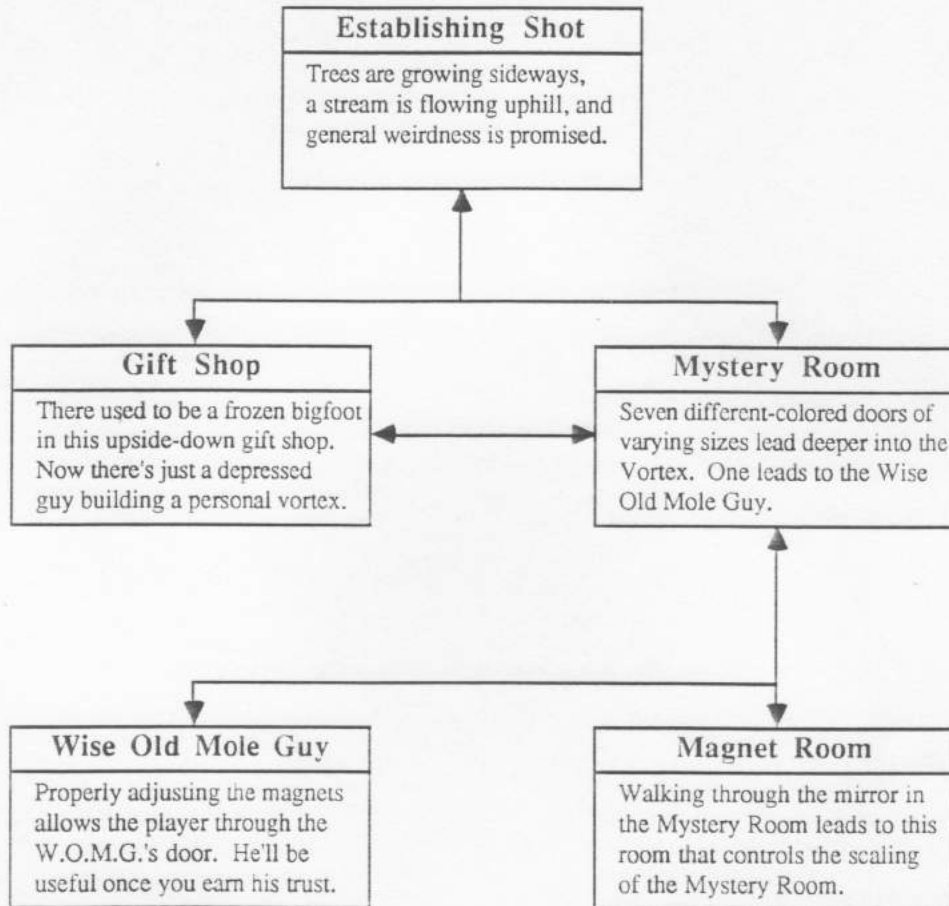
The Biggest Ball  
of Twine in the  
Free World



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Mystery Vortex

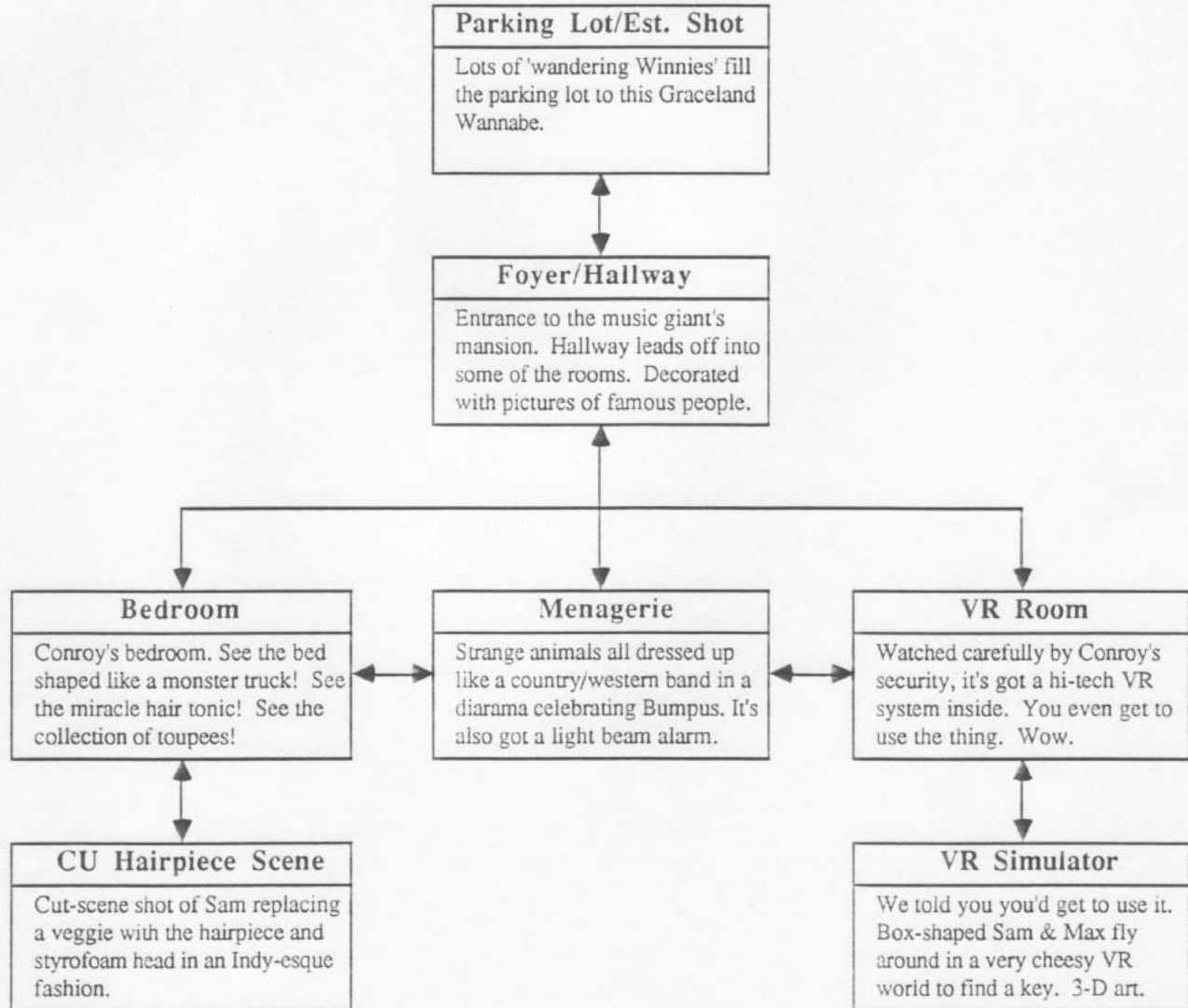




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BumpusVille

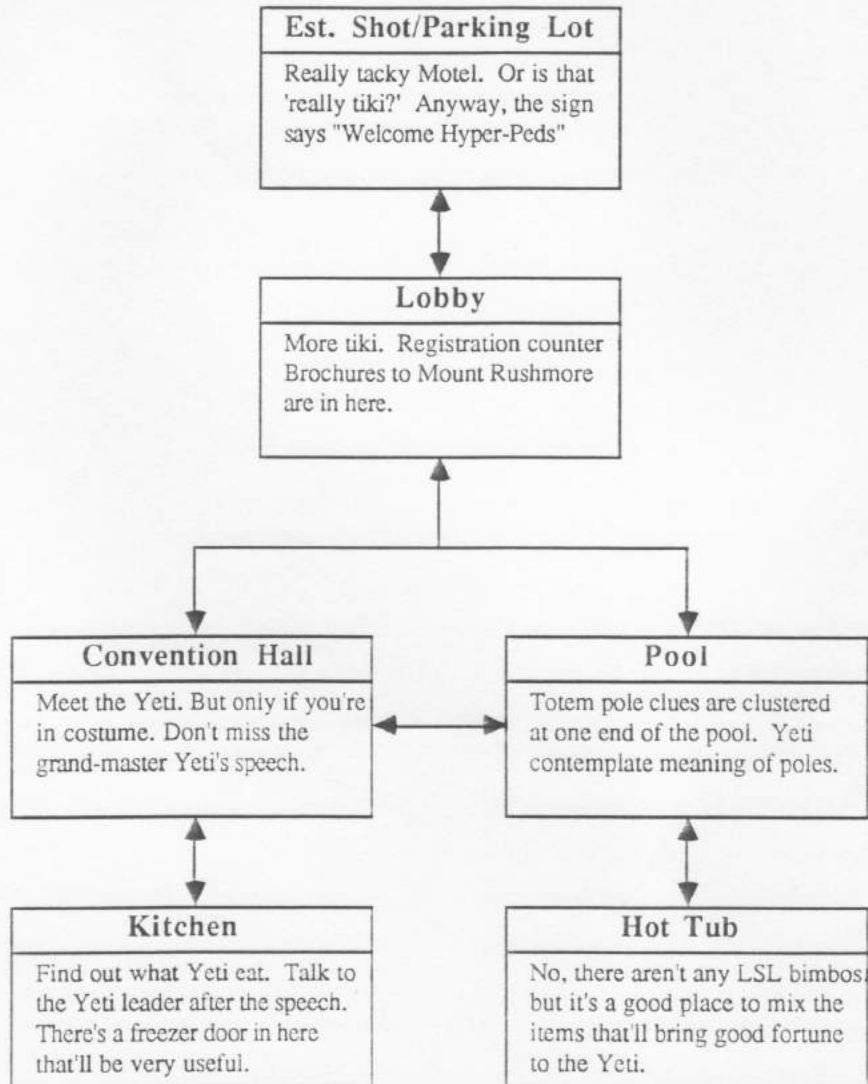


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Evelyn Morrison's  
Savage Jungle Inn

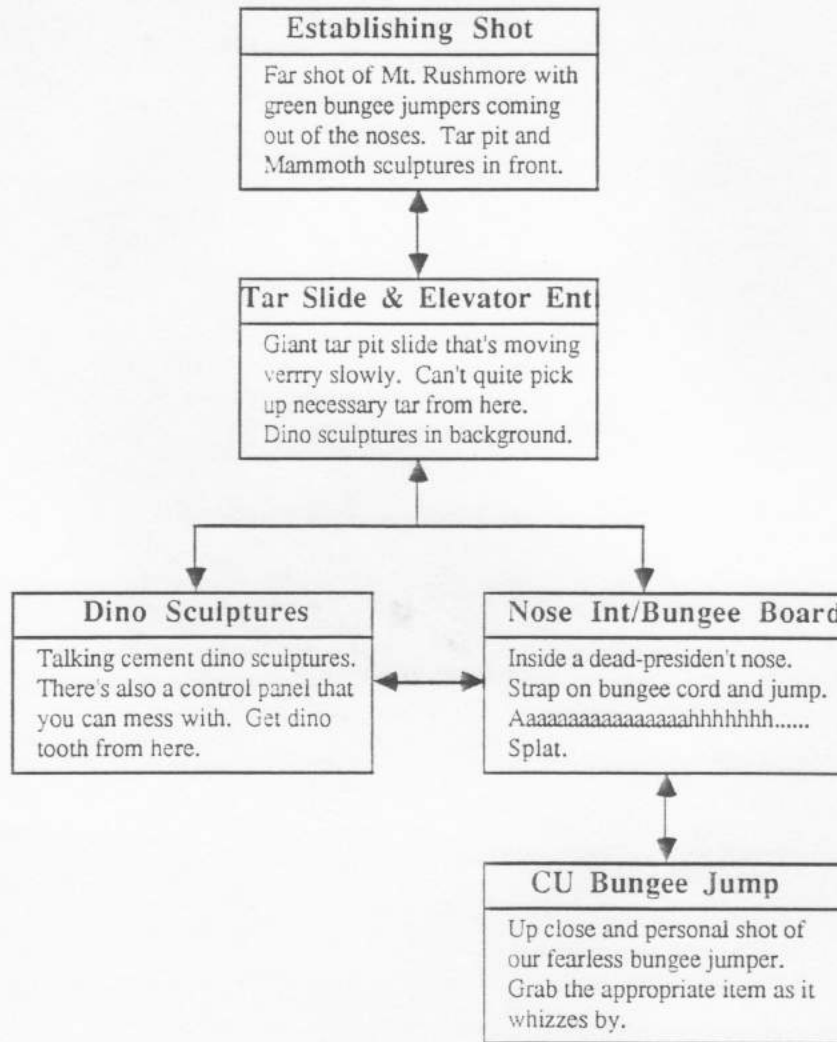
"For All Your  
Convention Needs"



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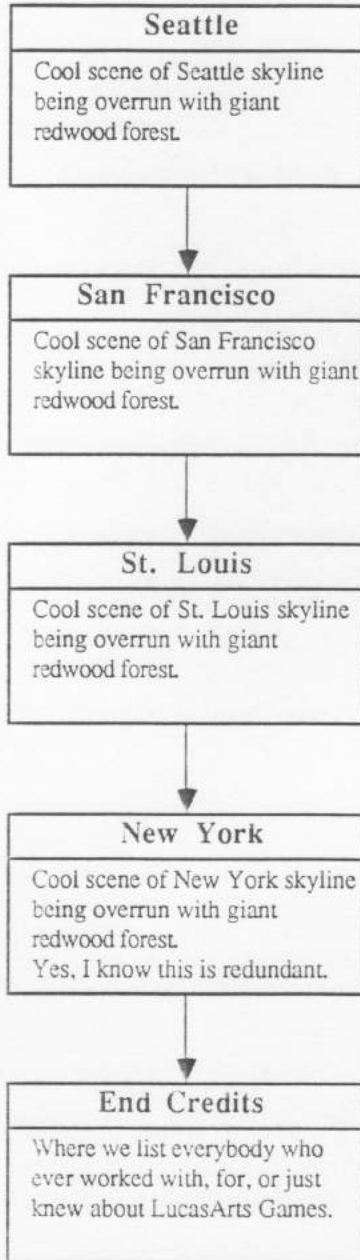
Mount Rushmore



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## Ending Sequence



WHAT'S A  
"FREDDY KRUGER  
ENDING"?



*Note the blatant lack of a Freddy Kruger ending. The antagonist doesn't escape, the protagonist doesn't become pregnant with the antagonist's baby, and Max's eyes don't glow funny colors. Yup, we aren't setting up a sequel, prequel or even an equal. We don't want to dictate what the next game should be.*

I DON'T KNOW, BUT  
I THINK IT'S ILLEGAL  
IN PARTS OF UTAH.

